PRINCE PHILIP CUP AREA GAMES 2020

EVENT 1: Bending
Five bending poles are placed in a line 7 - 9 m apart.

All four riders are mounted at the start/finish end.

On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. After crossing the start line, he hands the baton to Number Two. Numbers Two, Three and Four will similarly ride down and back through the bending poles in succession.

The winning team will be the one whose Number Four is first over the finish line, mounted, carrying the baton.

Knocked down poles must be replaced by the rider concerned.
Line stewards will not signal unless the bending pole is broken or lying flat on the ground.

EVENT 2: Mug Changes
Four bending poles are placed in a line 7 - 9 m apart. Mugs are placed on the 2nd and 4th poles.

Numbers One and Three are mounted at the start/finish end, Numbers Two and Four are mounted at the changeover end.

On the signal to start Number One, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider Number Two. Number Two places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and hand it over to Number 3. Number Three repeats the actions of Number One and Number Four repeats the action of Number Two.

The winning team will be the one whose Number Four is first over the finish line, mounted, carrying the mug. All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.

EVENT 3: Tyre
A motorcycle tyre will be placed on the centre line for each team.

Numbers One and Two will form up behind the start line, with Number Four behind the 6m line. Number Three will be behind the changeover line.

On the signal to start, Numbers One and Two ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the changeover line where Number One will wait.
Numbers Two and Three then ride to the tyre where Number Two dismounts, hands his pony to Number Three, gets through the tyre and remounts. Both riders then continue to the start line, and Number Two leaves the race.
Number Three joins up with Number Four and they complete the course, with Number Three going through the tyre, after which they cross the Changeover line. Number Three drops out and Numbers Four and One complete the course, with Number Four going through the tyre.
The winning team will be the one whose final pair (Numbers One and Four) cross the finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both incoming riders have crossed it.

The rider who is to lead the pony may take hold of the rein behind the start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.

EVENT 4: Bottle
There will be two upturned bins / tables for each team, one on the centre line and the other 3m beyond the changeover line. On the table there will be a plastic bottle, weighted with sand.

On the signal to start, Number One, carrying a similar bottle, rides to the centre and places it upright on the table. He then rides to the far end picks up the bottle from the table there and returns to hand it to Number Two behind the start line.
Rider Number Two rides to the table at the far end and places the bottle upright on it. He then returns to the centre line to pick up the bottle from the table there and hand it to Number Three behind the start line. Number Three will act in a similar manner to Number One, returning to hand the bottle from the far end to Number Four.
Number Four will act in a similar manner to Number Two. The winning team will be the one whose Number Four crosses the finish line first, mounted and carrying the bottle, any bottle knocked over must be replaced UPRIGHT.
EVENT 5: Rope
Lines of four bending poles will be erected approx 7-9m apart.

Numbers One and Three will be behind the start/finish line and Numbers Two and Four behind the changeover line. Number One will carry a rope about 3 feet (90cm) long. (The rope must not be looped or knotted).

On the signal to start, Number One will ride up weaving through the bending poles to cross the changeover line, where Number Two will grasp the rope and both riders return through the bending poles to the start line. On crossing the line, Number One will release the rope and Number Three will grasp it. Numbers Two and Three, each holding the rope, then ride up through the bending poles to cross the changeover line, where Number Two will release the rope and Number Four will grasp it. Numbers Three and Four then ride back through the bending poles to the Finish each holding the rope.

The winning team will be the one whose Numbers Three and Four cross the finish line first, mounted and carrying the rope between them.

Should the riders let go of the rope, they must go back and resume the race from the point where the fault occurred.

EVENT 6: Ball & Cone
There will be two cones for each team placed level with the 1st and 4th bending poles. A tennis ball is placed on the far cone. Numbers One and Three will be behind the Start line and Numbers Two and Four behind the changeover line.

On the signal to start Number one, carrying a tennis ball, rides to the first cone and places his ball on it. He then rides to the second cone, collects the ball and hands it to Number Two. Numbers Two, Three and Four complete the course in a similar manner. The winning team is the one whose Number Four is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules apply.

EVENT 7: PG Sports Equipment Jumble
All four riders are mounted behind the start/finish line.

3 m behind the changeover line, placed on the ground are a pyramid box, a quoit, a mug and a tennis ball. In line with the first pole is placed an upturned bin or table.

On the signal to start Number One rides towards the changeover end, dismounts and picks up the pyramid box. He remounts and places the box on top of the bin and crosses the start/finish line. Number two repeats this, collecting the quoit, and places it on top of the pyramid box. Number Three repeats and places the mug, open end up, inside the quoit on top of the box. Number Four repeats, collects the ball and places this inside the upturned mug, before crossing the finish line. All four items must remain on top of each other on the bin with the ball inside the mug. The box may be on the edge, the quoit overhanging or the mug touching the quoit.

The winning team is the one whose Number Four is first over the finish line, mounted with all of their equipment stacked upright on the bin or table.

EVENT 8: Five Flag
A flag holder will be placed 3m behind the changeover line and another on the centre line. Each team will have five flags on canes. Four of these will be in the team’s holder on the centre line and one will be carried by Number One at the start.

On the signal to start Number One rides to the other end of the arena and places the flag he is carrying in the flag holder. He rides back, picks a flag out of his team’s holder on the centre line and hands this flag to Number Two behind the Start line.

Numbers Two, Three and Four will complete the course in the same way up and down the arena in succession so that, at the end, the team will have placed four flags in the holder at the far end of the arena and Number Four finishes over the start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to correct mistakes.

The winning team is the one whose Number Four is first over the finish line carrying the flag.

If the flag should come off the cane, the stick may be used to complete the race.
On windy days rubber bands can be used to keep the flags furled and prevent them blowing together.
SPARE: Two Flag
There will be two flag holders for each team, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the changeover end.

Numbers One and Three will be at the start/finish end with Numbers Two and Four at the changeover end.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the Changeover line. Numbers Two, Three and Four will repeat the race in the same way up or down the arena.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

The winning team is the one whose Number Four is first over the finish line carrying the flag.

JUNIOR AREA GAMES 2020
EVENT 1: Bending
The details of this game are set out in Prince Philip Area Games Event 1.

EVENT 2: Mug Changes
The details of this game are set out in Prince Philip Area Games Event 2.

EVENT 3: Tyre
The details of this game are set out in Prince Philip Area Games Event 3.

EVENT 4: Bottle (Junior Version)
The details of this game are set out in Prince Philip Area Games Event 4 with the Bottle size being 500ml.

EVENT 5: Old Sock (Junior Version)
A pole, topped with a dish containing four socks will be placed 3m behind the changeover line. On the centre line there will be a bucket, one for each team.

All four riders form up behind the start/finish Line

On the signal to start, Number One, carrying a sock rides to his team's bucket and drops the sock into it. He then continues to the far end, collects a sock from the dish, and returns to the start to hand it to Number Two.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four dropping the last sock into the bucket on his way back.

The winning team will be the one whose Number Four is first over the finish line.

EVENT 6: PG Sports Equipment Jumble (Junior Version)
An upturned bin or table will be placed on the centre line and an upturned bin or table 3m behind the changeover line. On the latter table will be placed a pyramid box, a quoit, a mug and a tennis ball. Behind the table Number Five will stand unmounted.

All four riders are mounted behind the start/finish line.

On the signal to start, Number One rides to the table behind the changeover line where Number Five hands them the pyramid. That pyramid box is then placed on the centre line bin. Number One then returns to cross the start/finish line.

Number Two rides to the table behind the changeover line, collects the quoit from Number Five and places this upon the pyramid box placed on the centre line bin then returns to cross the start/finish line.

Number Three rides to the table behind the changeover line, collects the mug from Number Five and places inside the quoit, open end up, on the centre line bin then returns to cross the start/finish line.
Number Four rides to the table behind the changeover line, collects the tennis ball from Number Five and places inside the mug, on the centre line bin then returns to cross the start/finish line.

All four items must remain on top of each other on the bin with the ball inside the mug. The box may be on the edge, the quoit overhanging or the mug touching the quoit.

The winning team is the one whose Number Four is first over the finish line, mounted with all their equipment stacked upright on the bin or table.

If any item of equipment is dropped whilst handing over, the Number Five can pick it up and hand it back to the rider.

**EVENT 7: Five Flag**
The details of this game are set out in Prince Philip Area Games Event 8.

**SPARE: Two Flag**
The details of this game are set out in Prince Philip Area Games Spare Event.

**PAIRS AREA GAMES 2020**

**EVENT 1: Bending (PAIRS)**
Five bending poles are placed in a line 7 - 9 m apart.

Both riders are mounted at the Start/finish end.

On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. After crossing the start line he hands the baton to Number Two. Number Two will similarly ride down and back through the bending poles.

The winning pair will be the one whose Number Two crosses the finish line first, mounted, carrying the baton.

Knocked down poles must be replaced by the rider concerned.

Line stewards will not signal unless the bending pole is broken or lying flat on the ground.

**EVENT 2: Mug Changes (PAIRS)**
Four bending poles are placed in a line 7 - 9 m apart. Mugs are placed on the 2nd and 4th poles.

Number One is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start Number One, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider Number Two. Number Two places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and carries it over the start/finish line.

The winning pair will be the one whose Number Two is first over the finish line, mounted, carrying the mug. All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.

**EVENT 3: Tyre (PAIRS)**
A motorcycle tyre will be placed on the centre line. Each pair will form up behind the start line.

On the signal to start, Number One and Two will ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the cross the changeover line where the pair will turn and ride back towards the tyre. Number Two dismounts, hands his pony to Number One, gets through the tyre and re- mounts.

The winning pair will be the one which crosses the finish line first, mounted on their ponies.

The rider who is to lead the pony may take hold of the rein behind the start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.

**EVENT 4: Bottle (PAIRS)**
There will be two upturned bins / tables for each pair, one on the centre line and the other 3m beyond the changeover line. On the table there will be a plastic bottle, weighted with sand.
Each rider is mounted at the start/finish end.

On the signal to start, Number One, carrying a bottle, rides to the centre and places it upright on the table. He then rides to the far end picks up the bottle from far table and returns to hand it to Number Two behind the Start line.

Rider Number Two rides to the far end and places the bottle upright on the table. He then returns to the centre line to pick up the bottle from the table and crosses the start/finish line.

The winning pair will be the one whose Number Two crosses the Finish line first, mounted carrying the bottle, any bottle knocked over must be replaced upright.

**EVENT 5: Rope (PAIRS)**

Lines of four bending poles will be erected approx 7-9m apart.

Number One, carrying a rope approximately (90cm), is mounted at the start/finish end and Numbers Two mounted at the changeover end.

On the signal to start, Number One will ride up weaving through the bending poles to cross the changeover line, where Number Two will grasp the rope and both riders return through the bending poles to the start line.

The winning Pair will be the Pair who cross the finish line first, mounted and carrying the rope between them.

Should the riders let go of the rope, they must go back and resume the race from the point where the fault occurred.

**EVENT 6: Ball & Cone (PAIRS)**

There will be two cones for each team placed level with the 1st and 4th bending poles. A tennis ball is placed on the far cone.

Number One, carrying a tennis ball, is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start Number one, carrying a tennis ball, rides to the first cone and places his ball on it. He then rides to the second cone, collects the ball and hands it to Number Two. Numbers Two, completes the course in a similar manner.

The winning Pair is the one whose Number Two is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules apply.

**EVENT 7: PG Sports Equipment Jumble (PAIRS)**

Both riders are mounted behind the start/finish line.

3 m behind the changeover line, placed on the ground are a pyramid box, a quoit, a mug and a tennis ball. In line with the first pole is placed an upturned bin or table.

On the signal to start Number One rides towards the changeover end, dismounts and picks up the pyramid box. He remounts and places the box on top of the bin in line with the first pole, he then rides back up to the changeover end, dismounts and picks up the quoit. He remounts and places the quoit on top of the pyramid box and crosses the Start/finish line. Number two repeats this, collecting the mug first, and placing it in the quoit. He then rides back up to the Changeover end, dismounts to collect the tennis ball, he remounts and places the tennis ball inside the upturned mug, before crossing the Finish line. All four items must remain on top of each other on the bin with the ball inside the mug. The pyramid box may be on the edge, the quoit overhanging or the mug touching the quoit.

The winning Pair is the one whose Number Two is first over the Finish line, mounted with all their equipment stacked upright on the bin or table.

**EVENT 8: Five Flag (PAIRS)**

Both riders are mounted behind the start/finish line.

A flag holder will be placed 3m behind the changeover line and another on the centre line. Each pair will have five flags on canes. Four of these will be in the team’s holder on the centre line and one will be carried by Number One at the start.

On the signal to start Number One rides to the changeover end of the arena and places the flag he is carrying in the flag holder. He rides back and picks a flag out of his holder on the centre line. He then rides back up the arena
and places the flag into the changeover end flag holder. On his return he collects another flag from the centre flag holder and hands this flag to Number Two behind the start line.

Number Two will complete the course in the same way so that, at the end, the pair will have placed four flags in the holder at the far end of the arena and Number Two finishes over the start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to correct mistakes.

The winning pair is the one whose Number Two is first over the finish line carrying the flag.

If the flag should come off the cane, the stick may be used to complete the race.
On windy days rubber bands can be used to keep the flags furled and prevent them blowing together.

**SPARE: Two Flag (PAIRS)**
The spare will contain two flag holders for each team, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the changeover end.

Number One, carrying a flag, is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the changeover line. Number Two, will repeat the race in the same way up or down the arena.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

The winning Pair is the one whose Number Two is first over the finish line carrying the flag.